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THE RETURN OF THE KING EDITION™

THE FORCES OF MORDOR ASSAULT MINAS TIRITH!

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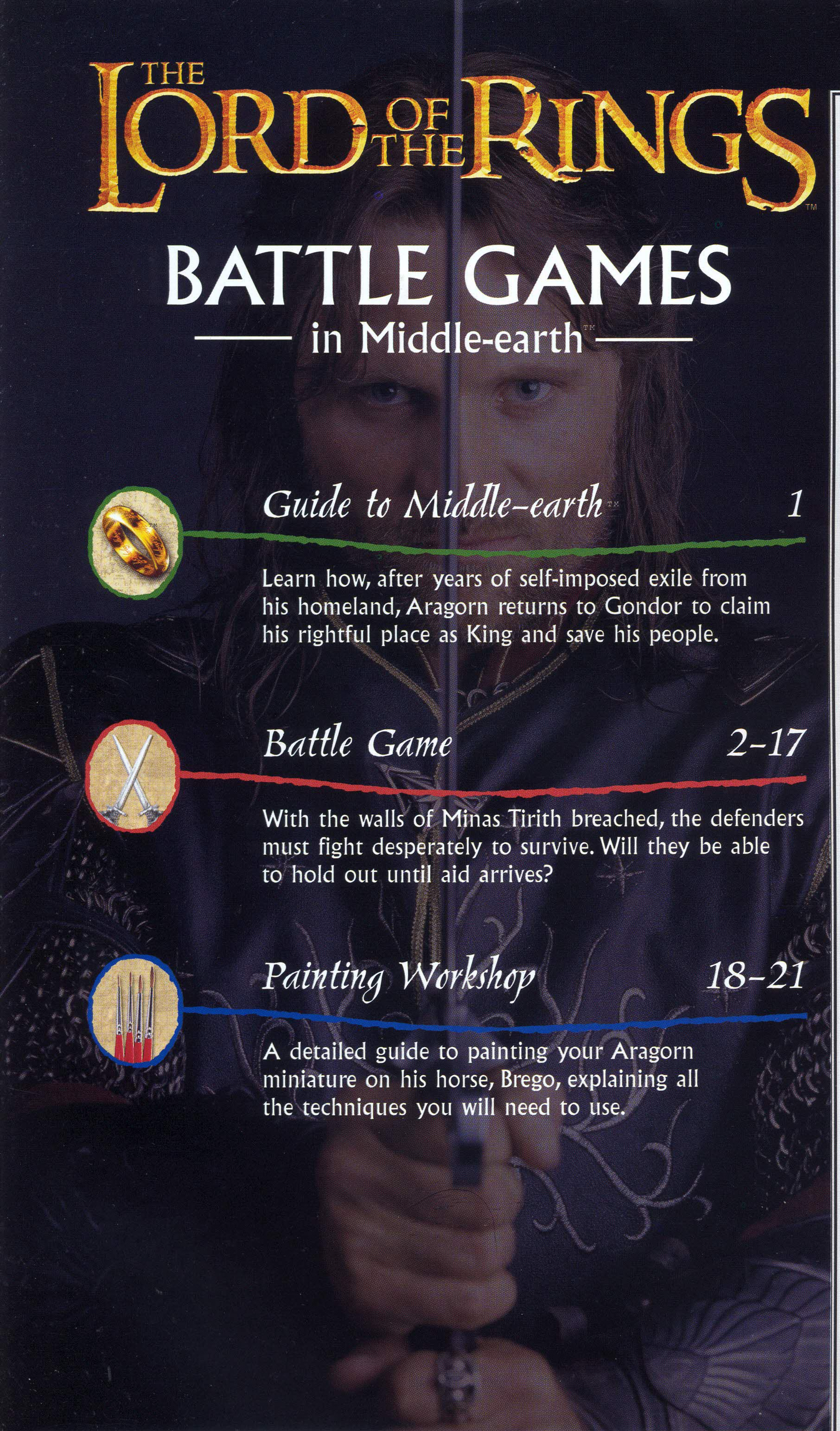

THE LORD OF THE RINGS™

BATTLE GAMES
in Middle-earth™

Guide to Middle-earth™ 1

Learn how, after years of self-imposed exile from his homeland, Aragorn returns to Gondor to claim his rightful place as King and save his people.

Battle Game 2–17

With the walls of Minas Tirith breached, the defenders must fight desperately to survive. Will they be able to hold out until aid arrives?

Painting Workshop 18–21

A detailed guide to painting your Aragorn miniature on his horse, Brego, explaining all the techniques you will need to use.

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Brought to you by De Agostini UK Ltd, Griffin House,
161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 7871 2 S2 04 11 17 Printed in Italy.

Editorial and design:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

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British Cataloguing-in-Publication Data:
A catalogue record for this product is available from the British Library.

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The Return of the King™

Aragorn has returned to the lands of Gondor to claim his birthright. Wielding the great sword Andúril, forged by the Elves from the shards of Narsil, Isildur's heir prepares to lead the people of Gondor in their final struggle against Sauron.

Aragorn is descended from a long line of great Men – the blood of the kings of Gondor flows strong in his veins. Wise and courageous, Aragorn willingly volunteers to protect Frodo on his perilous quest to destroy The One Ring. It is this decision that sets him on a path leading back to the lands of Gondor and the heritage he had long ago left behind. As the armies of Sauron descend upon the White City in their thousands, Aragorn's destiny becomes clear to him and he sets off to aid his people. However, with the defenders of Minas Tirith hopelessly outnumbered by the hordes of Mordor, Elrond advises Aragorn to take a different path to his homeland and, in the process, recruit some unlikely allies. It is while following the Paths of the Dead that Aragorn faces his first real test as King – calling to account those warriors who long ago forswore their oaths to his line. Aragorn leads the Army of the Dead to the aid of the beleaguered defenders, turning the tide of the battle and saving his people.

In this special Pack of *Battle Games in Middle-earth*, we present a feature-length Battle Report, 'Assault on Minas Tirith'. Here we recreate the dramatic siege of Minas Tirith, with Richard and Owen pitting the forces of Gondor and Mordor against each other to determine the fate of the White City. Additionally, in the Painting Workshop, you will learn how to paint your mounted Aragorn miniature.

> *'They will answer to the King of Gondor!'*
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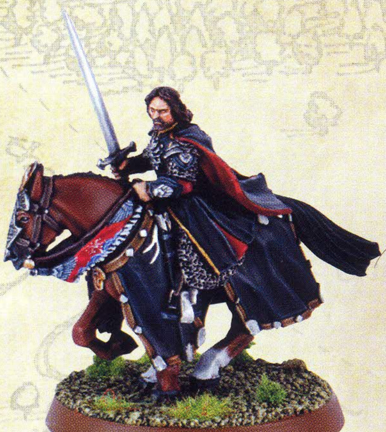
> ELROND™



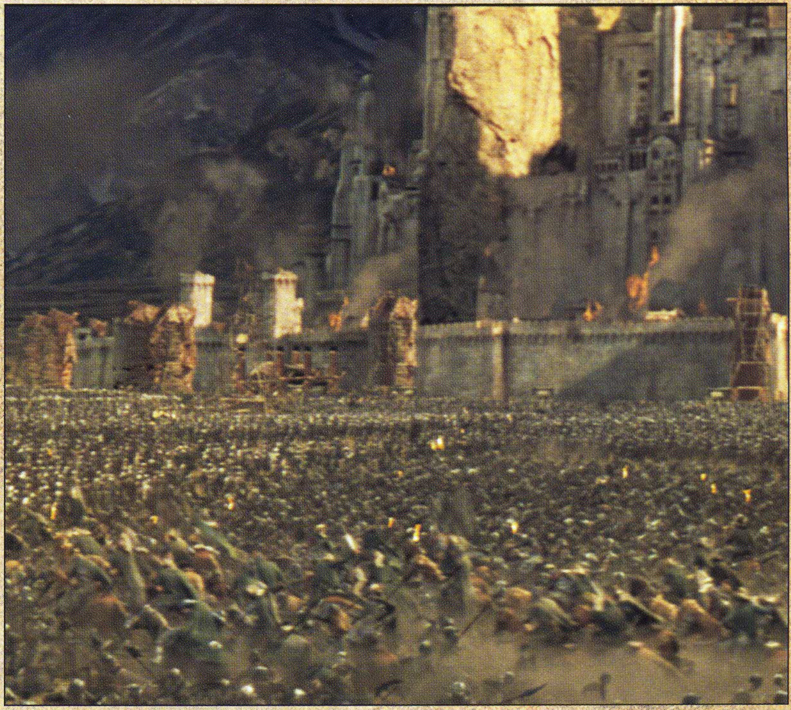
▲➤ KING ELESSAR
Aragorn returns to Gondor in its hour of need, claiming the throne and ending the rule of the Stewards.

Assault on Minas Tirith™

Like a tide of darkness, the forces of Sauron have stormed Minas Tirith. Under the stern leadership of Gandalf, the defenders desperately try to stem the flow of attackers. In this special Battle Report, Owen's and Richard's forces fight for the White City.

Filled with his unquenchable hatred of the Free Peoples, Sauron has unleashed his vast army upon Gondor. After many long years of marshalling his forces, the Dark Lord is ready to strike – his massive armies hungry for battle. The huge horde of Evil warriors has fallen upon Minas Tirith, shattering its mighty gates and entering the city itself. Led by Gandalf, the defenders bravely battle against the hordes of Orcs, Trolls and even the dreaded Nazgûl. However, despite their bitter resistance, the city's defences are beginning to crumble and, without reinforcements, Minas Tirith will surely fall.

In this special scenario, we present a Battle Report where Richard's forces of Good must try to hold out against the overwhelming numbers of Owen's Evil warriors. Richard's only hope is that his relief force will arrive in time to save them and the city from the armies of Sauron.



➤ THE WHITE CITY
Minas Tirith stands on the brink of destruction.

THE COMBATANTS

In this points match Battle Game, the opposing players choose their armies from the range of Good and Evil forces lists. As the Evil Player, Owen has 1000 points with which to choose his force. Richard, playing the forces of Good, has 500 points to spend on his city garrison, as well as an additional 500 points to spend on a relief force to arrive later, as described in the Relieving the Siege special rule.

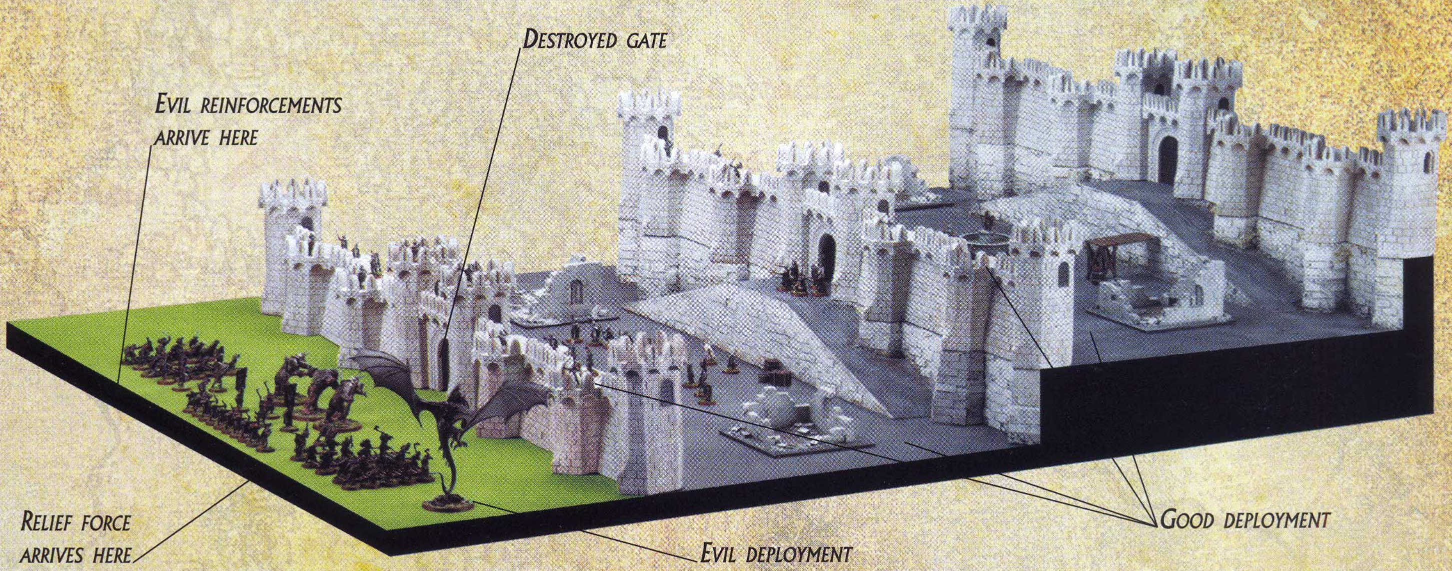
◄▲ LORDS OF BATTLE
Aragorn and the Witch-king are just two of the Heroes appropriate to this battle.

The Gaming Area

This Battle Game is played on a 150cm/5′ by 120cm/4′ board. Place the first Minas Tirith wall across the width of the battlefield, 30cm/12″ from one of the short edges. Place the second Minas Tirith wall, leaving a gap of 60cm/2′ from the first wall. The second wall can be placed on a raised tier. Finally, place ruined buildings into the spaces between the two walls and on the raised tier.

Deployment

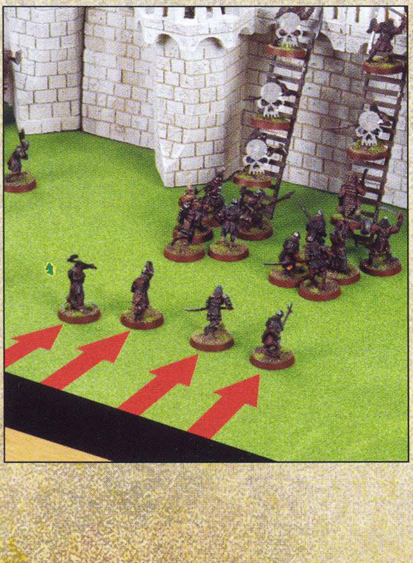
In this game, the forces of Evil deploy anywhere outside the first Minas Tirith wall. The Good models in the city garrison force are placed anywhere on the board either on or behind the first wall. The relief force arrives on the short table edge in front of the first wall at the start of Turn 10. Desperate to help their comrades, the relief force may charge in the turn they arrive.



Scenario Special Rules

Endless Horde

There are countless numbers of Orcs assaulting the walls of Minas Tirith. To represent the never-ending tide of these evil creatures, each time an Orc warrior or Captain is killed, the Evil player places it to one side. At the end of the next Evil Move phase, the models may be returned to the board, entering from the Orcs' deployment area. Returning models may move as normal, but cannot charge into combat.



➤ TIDE OF ORCS
Once they are 'killed', the Orc models return from the table edge.

Winning the Game

- The Evil player wins if he completely wipes out the city garrison force within 24 turns.
- The Good player wins if a model from the city garrison force starts the Fight phase in base contact with a model from the relief force. If either model is engaged in combat, they do not count as being in base contact.
- The Good player will also win if, at the start of Turn 25, at least one model from the city garrison force remains on the board.

Defences of Minas Tirith

The white walls of Minas Tirith have taken a terrible beating from the Mordor assault. At the start of the game, the gate in the first wall is broken and cannot be closed, while the gate in the second wall stands open. A single model may, during its move, open or close the second gate from the inside. Doing so ends the model's move and prohibits it from using magic or shooting. Additionally, in this Battle Game, the attacker's force may include four siege ladders.

Battle Report

In this Battle Report, Richard plays the forces of Good defending the City of Minas Tirith, while Owen commands the fiendish hordes of Mordor. Before the battle could begin, both players needed to gather their warriors for the coming war.

CITY GARRISON

Denethor	15 points
Gandalf the White	200 points
Pippin in armour	25 points
Warrior of Minas Tirith with banner	32 points
8 Warriors of Minas Tirith with bows	64 points
8 Warriors of Minas Tirith with swords and shields	64 points
6 Warriors of Minas Tirith with shields and spears	54 points
4 Guards of the Fountain Court	40 points
Total:	494 points

RELIEF FORCE

Aragorn	270 points
Faramir	85 points
11 Knights of Minas Tirith	143 points
Total:	498 points

Richard – 'When choosing forces for this game, I had two main objectives to take into consideration – keeping as many of the city garrison alive for as long as I could and reaching them with the relief force as quickly as possible. The garrison force needed to be both resilient and numerous. Warriors of Minas Tirith with shields are perfect for this, possessing a high defence value and a relatively low points cost. The archers would hopefully allow me to inflict casualties on Owen's forces without the risk of sustaining any on my side. I chose Gandalf the White to lead the garrison, knowing that his magic would prove a valuable asset. My remaining points were spent on Pippin and Denethor. While not incredibly effective as warriors, I felt they would add character to the selection. For the relief force, I chose Aragorn and Faramir, backed up by Knights of Minas Tirith. With any luck, this fast and hard-hitting force would tear its way through the attackers in time to reach the garrison.'

➤ STEWARD OF GONDOR
Denethor rules with a broken mind.

Alternative Approach

Different Forces

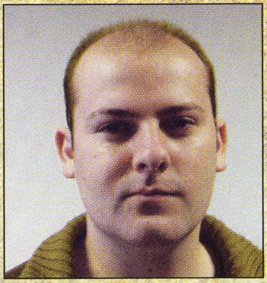
While both Richard and Owen chose their forces around the themes of Mordor and Gondor, there are many other troops that would have been appropriate for the battle. In the Good relief force you might include warriors such as the Army of the Dead or a force of Rohirrim cavalry. Alternatively you might like to include troops that did not appear during the siege of Minas Tirith. Moria Goblins swarming over the walls or Uruk-hai bomb teams rushing forward with their deadly explosive devices would both add an interesting dimension to your games.

▲ FROM BEYOND THE GRAVE
The Warriors of the Dead arrive to fulfil their oath.

▲ THE RED DAWN
The brave Rohirrim gallop swiftly to the aid of Gondor.

EVIL FORCE

Witch-king on Fell Beast	200 points
2 Mordor Orc Captains	90 points
2 Mordor Orcs with banners	60 points
14 Mordor Orcs with two-handed weapons	70 points
14 Mordor Orcs with hand weapons and shields	84 points
15 Mordor Orcs with spears	90 points
12 Mordor Orcs with bows	84 points
Mordor Troll Captain	140 points
2 Mordor Trolls	180 points
Total:	998 points



Owen – 'Choosing the right forces for this battle would be vital if I was to inflict enough damage on the defenders before the relief force arrived. The obvious choice was a sizeable horde of Orcs. These foot soldiers of Evil form the backbone of pretty much any Mordor army and ultimately end up doing the important legwork. Of course, without good leaders and some heavy hitters no amount of Orcs would be enough to defeat the likes of Gandalf or Aragorn. With this in mind, I added a couple of Orc Captains – cheap but effective – and some Mordor Trolls, including a Troll Chieftain. Trolls are a great asset to the Mordor force, as they can match the prowess of most Good Heroes, as well as providing some serious fighting power against rank-and-file troops. Finally, I added the Witch-king mounted on his Fell Beast. This powerful character is a potent spell-caster and would give me a way of getting over the walls straight away, thanks to the Fell Beast's ability to fly.'

Fell Beast (Points Value: 60)

Great winged beasts risen from the dark pits of the world, the Fell Beasts are horrors from a forgotten age. Ridden solely by the Nazgûl, these terrifying creatures herald the coming of the armies of Evil.

F	S	D	A	W	C	Move	M	W	F
5/-	6	6	2	3	3	28cm/12"	-	-	-

Wargear:
Claws and Teeth
(hand weapon)

Special Rules:
Monstrous Mount
Charging
Winged Beast
Terrifying

The Fell Beast

Monstrous Mount: Fell Beasts count as mounts, which can only be ridden by Ringwraiths. When resolving a fight, roll the Ringwraith's attacks at the same time as those of the Fell Beast. If the Fell Beast and Ringwraith win the Fight, treat them as separate models for striking at the enemy, rolling each of their dice individually. When shooting at a Fell Beast, roll a dice for each successful hit. On a 1-4 the creature is hit and on a 5-6 the rider is hit. Once you have determined who has been hit, roll to wound as normal.

Charging: If a Fell Beast wins a fight in the same turn in which it has charged, then it will knock its enemies to the ground in the same way as a cavalry model. Note that due to the immense size of the Fell Beast, it can also knock down horses and wargs in this way.

Winged Beast: Fell Beasts can move 28cm/12" in the move phase. In addition, they may freely pass over terrain and other models.

Terrifying: The Fell Beast is a horrifying creature of nightmare and as such causes Terror, as described in Pack 10's Playing the Game.

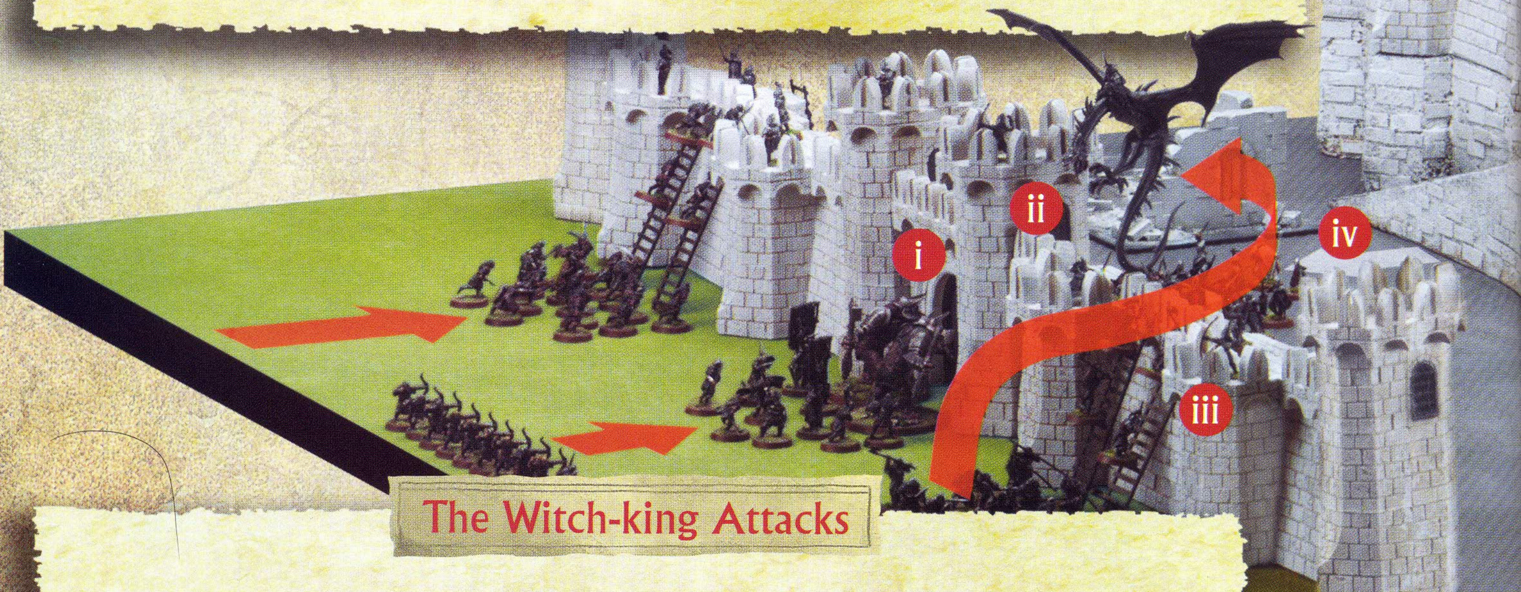
Storm the Gates!

Turn 1–3

The forces of Mordor crash against the battered walls of the White City, as the defenders fight defiantly to hold them back. Richard knows he must hold the shattered gate for at least a few turns if he is to have any hope of victory.

Battle for the Gate

i The game began with swarms of Orcs setting ladders against the walls to assail the defenders, while the Troll Chieftain led the charge toward the gatehouse. With only a handful of Warriors of Minas Tirith to hold the broken gate against the Evil horde, Richard moved Gandalf up to support them. The White Wizard's magic immediately proved its worth as the Troll Chieftain was Immobilised. Seizing the advantage, the Good warriors charged into the breach but, despite their best efforts, failed to wound the beast.

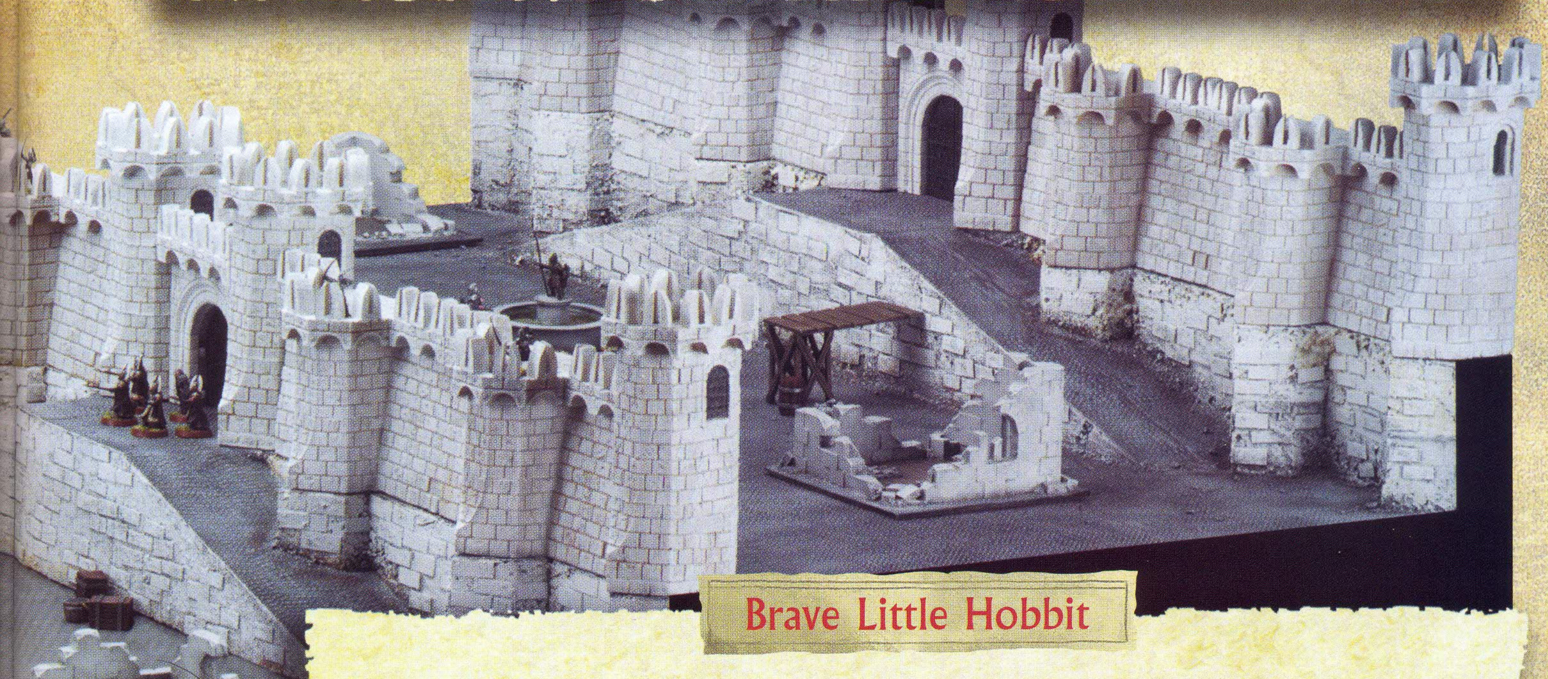


The Witch-king Attacks

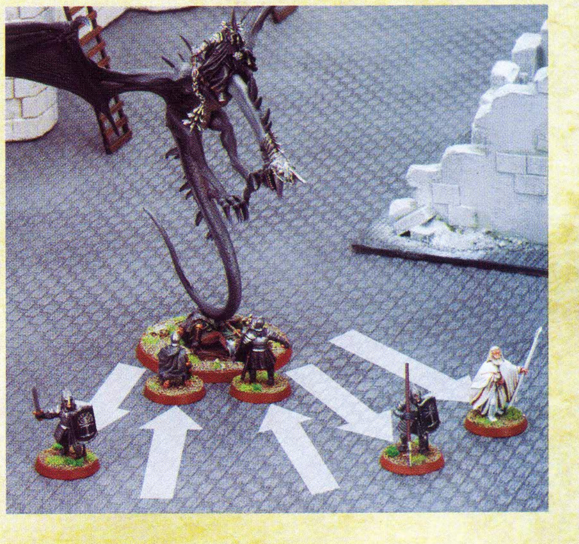
ii Astride his keening beast, the Witch-king swooped over the walls of the White City. The Nazgûl lord's mobility made a mockery of the city's defences and he set about killing the defenders, opening the way for the rest of the army. Landing atop the walls, the Witch-king casually despatched an archer before gliding down into the courtyard only inches away from where Gandalf's magic held the attacking Trolls at bay. The arrival of the Ringwraith, however, meant that Gandalf would soon be fighting enemies on both sides and would have to retreat or risk becoming surrounded and trapped.

Chaotic Mêlée

iii Along the walls, dozens of Orcs struggled up ladders in an all-out assault. Even outnumbered, the Warriors of Minas Tirith were proving to be stubborn defenders, pushing back the Mordor forces again and again. However, the Orc warriors continued to come. For every one that was cut down or fell screaming to his death, another charged onto the table to take his place. Meanwhile the Orc archers sent a storm of arrows raining into the city in an effort to kill the Warriors defending the broken gate. Several of the Gondorian soldiers were cut down by this bow fire, but some Orcs were caught by stray arrows, too – one of these errant shafts even managing to wound the Witch-king's Fell Beast!



Brave Little Hobbit



iv With the appearance of the Witch-king, Gandalf and his soldiers – Pippin included – began to fall back toward the second gate. Free of the gatehouse, the Trolls proceeded to hound the defenders as they retreated, slaying all in their path. In an effort to clear the way for Gandalf, Pippin and several Warriors of Minas Tirith attempted to charge the Witch-king, but most were driven back by his Terrifying Aura. Only Pippin and a single Warrior passed their Courage tests and bravely tried to fend off the frightening Nazgûl and his fearsome beast. In the ensuing combat, Pippin suffered a wound and was forced to use both his points of Fate to stay alive, knowing the next time he would not be so lucky.

KEY

⇨ Good side moves

→ Evil side moves

Battle in the Streets

Turn 4–9

Led by terrifying Mordor Trolls, the Evil forces spill into the city of Minas Tirith. Despite their valiant efforts, the defenders seem powerless to stop them. Richard's only chance for survival is to withdraw his forces to the second tier.

Witch-king Immobilised

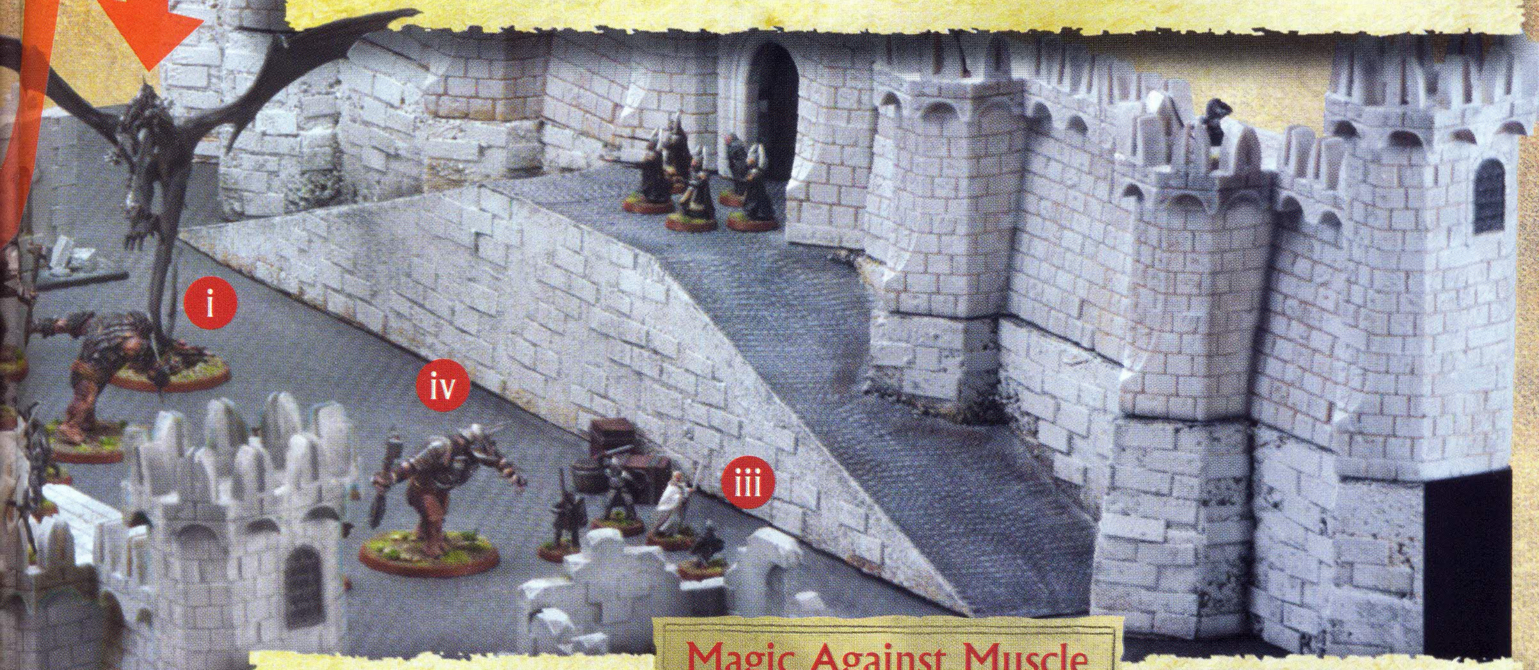
i With the Evil army pouring in through the first gate, Gandalf continued his retreat towards the second gate. Once again, the White Wizard's magic proved its worth as the Witch-king was Immobilised, giving the Good side precious time to flee. Presented with such a perfect target, all of the Good archers trained their bows on the dreaded Nazgûl. The flurry of arrows managed to score a second wound on the Fell Beast, but failed to damage the seemingly invulnerable Witch-king.

The First Wall is Overrun

ii Outside the city, Orcs continued to assail the walls. However, with the first gate clear, hordes of them were also swarming inside. The Orcs began to attack the defenders of the walls from behind, eager to spill the blood of the hated Gondorians on the battlements. With enemies on both sides, the Warriors of Minas Tirith were spread thinner and thinner until, inevitably, Orcs began to surround the defenders. What was once a determined defence rapidly became a desperate last stand as the Warriors of Minas Tirith struggled to survive the onslaught. Several of the defenders tried to slip past the attackers and attempt a retreat. However, even if these warriors escaped the walls, they still had to face a city full of enemies.

Retreat to the Second Gate

iii As more and more Evil troops entered the city, the warriors defending the first gate had scattered and fallen back towards the ramps leading up to the second tier. Their retreat quickly became a fully fledged flight as, hot on their heels, groups of Orcs aided by several hulking Trolls thundered in pursuit. Among these, the Troll Chieftain displayed his awesome strength, catching and hacking down Gondorian soldiers as they dodged around the ruined buildings. It seemed that all organised resistance in the first tier had well and truly collapsed.



Magic Against Muscle

iv In close pursuit of the retreating Good warriors, the Mordor Trolls rapidly closed in on the ramp leading up to the second gate, with one of the mighty monsters getting dangerously close to Gandalf and his fleeing companions. Coming to the aid of the White Wizard, the archers on the second wall shot the Troll full of arrows, managing to wound the great beast. Taking advantage of the archers' lucky shooting, Gandalf brought his own formidable power to bear, hurling a Sorcerous Blast into the creature and slaying it where it stood. With the threat of the Troll removed, Gandalf, Pippin and the remaining warriors in his group could continue their dash to the second gate unmolested.

The Return of the King™

Turn 10-12

With the battle turning against the defenders in every quarter, Aragorn, Faramir and the Knights of Minas Tirith arrive to relieve the beleaguered city. However, first they must fight their way through the hordes of Mordor.

Cavalry Charge!

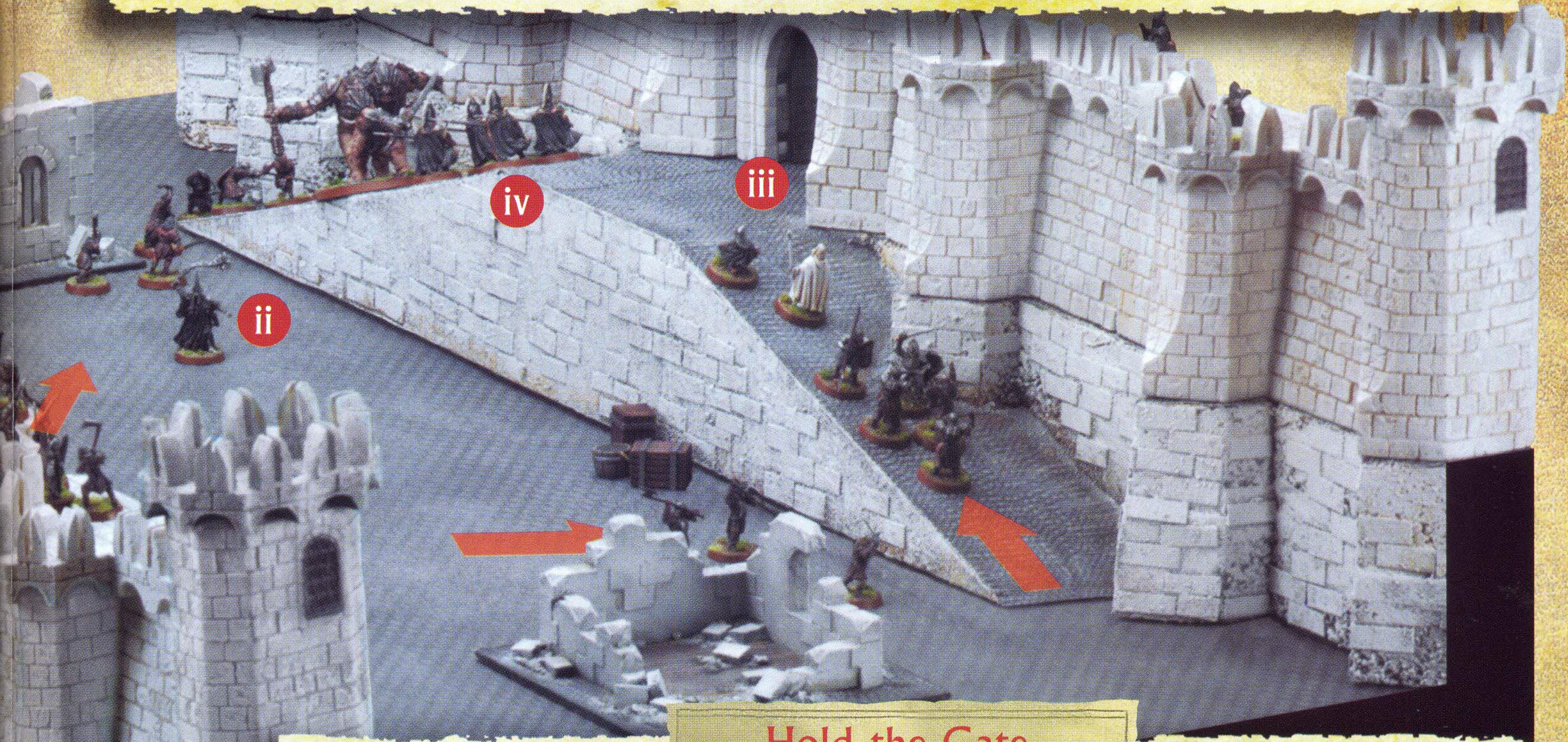
i Sweeping onto the board, Aragorn, Faramir and the Knights of Minas Tirith charged into the mass of Orcs. Almost immediately the relief force found itself swamped by the sheer number of their foes. Aragorn proved unstoppable, hacking his way through any Orcs foolish enough to oppose him. However, even the King himself was finding it slow going as the 'Endless Horde' special rule ensured every Orc slain reappeared the following turn. Nevertheless, with Warriors of Minas Tirith still alive on the walls, the game could all be over in a single turn if Aragorn could fight his way free to the defenders waiting inside the walls.

The Fell Beast Falls

ii Within the city, the Witch-king continued to menace the defenders. With the courtyard clearing, the Witch-king presented a tempting target for the Good archers. Taking careful aim, the Warriors of Minas Tirith sent a hail of arrows towards the beast and its insidious rider, scoring no less than five hits, four of which struck the Fell Beast. Though the Witch-king remained unscathed yet again, the attack proved too much for his mount, taking its remaining wound and sending the Witch-king crashing to ground. With the Ringwraith grounded, things were looking up for the forces of Good.

Second Gate Closes

iii With the Troll Chieftain, a second Troll and a dozen or more Orcs almost upon them, Gandalf and his warriors rushed through the second gate, barring it in their wake. The sound of the great portal closing echoed across the city like a death knell for those poor warriors trapped on the other side. Their only hope now was that Aragorn and his relief force could reach them before they fell prey to the hordes of Mordor that freely roamed the first level of the city. This also meant that the Good force had now been effectively cut in half and many of the warriors were too far away to come to each other's aid.



Hold the Gate

iv Massed around the closed gate, the Evil forces gathered behind the bulk of the indefatigable Troll Chieftain. The great beast began pounding at the gate in an effort to break his way through to his enemies. Meanwhile, Gandalf and Pippin ascended to the gatehouse parapet and joined the Gondorian archers in their efforts to kill the attackers. However, unlike his previous attempts, Gandalf's magic failed to have an impact on the waiting Trolls. It would only be a matter of time before the gate fell and, with it, the hopes of the defenders.

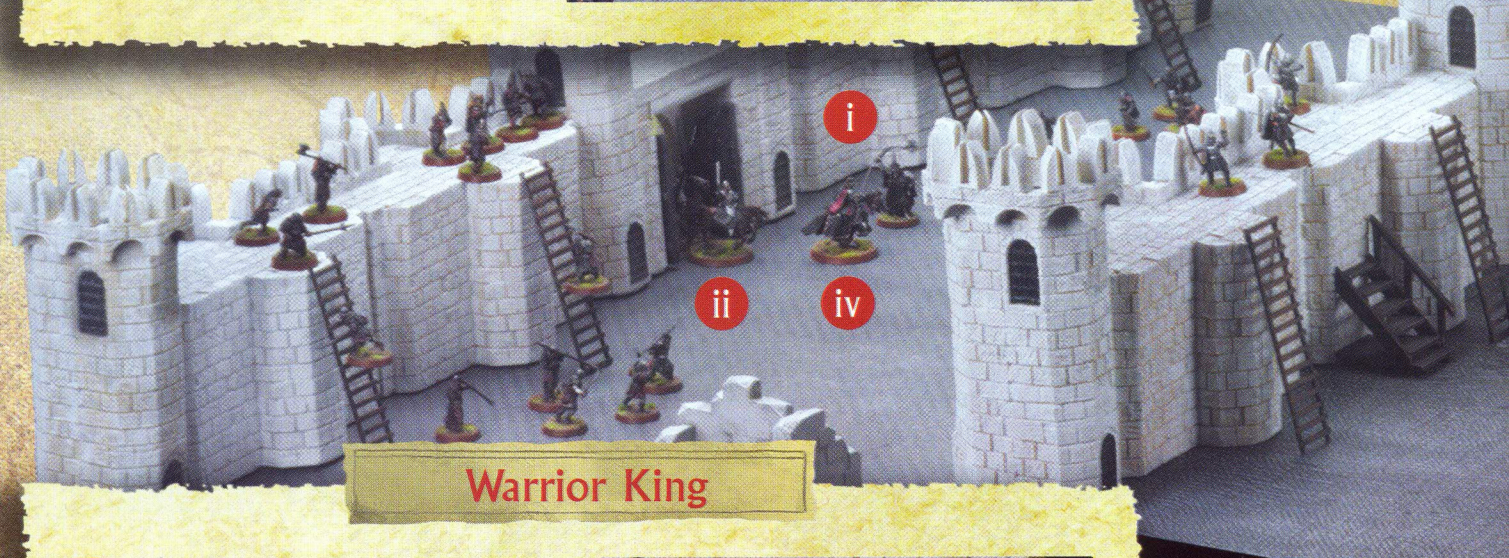
Minas Tirith™ Overrun!

Turns 13–15

With Aragorn struggling through the mass of Orcs that are clogging the first gate and Gandalf holding the second from the relentless assault of the Mordor Trolls, time is rapidly running out for the forces of Good.

Creature of Evil

i Stalking through the ruined city, the Witch-king moved to intercept the remaining defenders of the first wall. Plunging into combat, the Nazgûl brought down the two remaining survivors. The death of these warriors meant that victory would be that much harder for the Good side, while the forces of Evil were closer to triumphing.

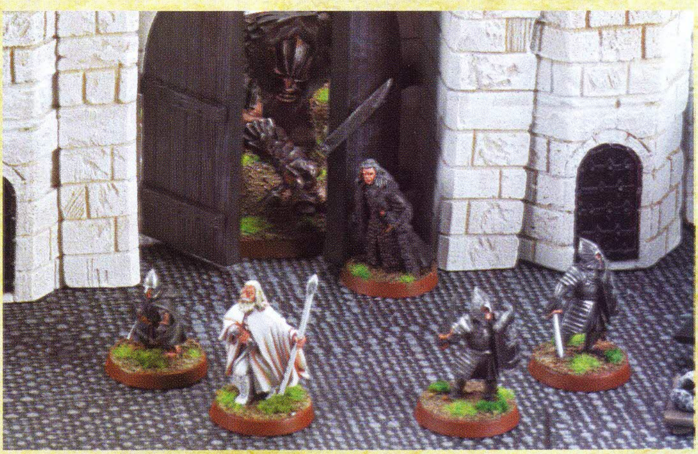


Warrior King

ii After several turns of bitter combat, Aragorn was close to breaking through the masses of Orcs gathered around the gatehouse. Unfortunately, many of the riders who had arrived with him had now fallen, leaving the King with only Faramir and a single knight in support. Unperturbed, Aragorn used his free point of Might to call a Heroic combat, smashing through his remaining foes. Astride their steeds, the three brave warriors could now outdistance the pursuing Orc horde and gallop to the aid of Gandalf and those few Warriors of Minas Tirith still alive.

The Madness of the Steward

iii Even though the attackers had reached the second gate, it seemed that it would take some time for them to break through its heavy, iron-bound timbers. However, the safety offered by the gate proved false as, for the first time in the game, Richard failed to make Denethor's Courage test, sending the Steward deeper into madness. With Denethor under his control, Owen immediately used him to open the gate for the forces of Evil. All Richard could do was look on in horror as the Trolls and Orcs breached the second gate. Things had suddenly become considerably more dire for the defenders of the White City.



Aragorn Defiant!

iv Racing towards the ramp leading to the second gate, Aragorn's path took him past the Witch-king. Without hesitating, the Good Hero charged into combat, eager to finish off this foul creature that continued to pose a threat to the forces of Good. The two powerful warriors met in a mighty display of arms. Atop his warhorse and wielding the deadly sword Andúril, Aragorn had an advantage over the Witch-king, but the Nazgûl proved to be a stubborn enemy. It was only through the narrowest of margins that Aragorn won the fight and dispatched the Ringwraith, sending the dark general's spirit back to his master.

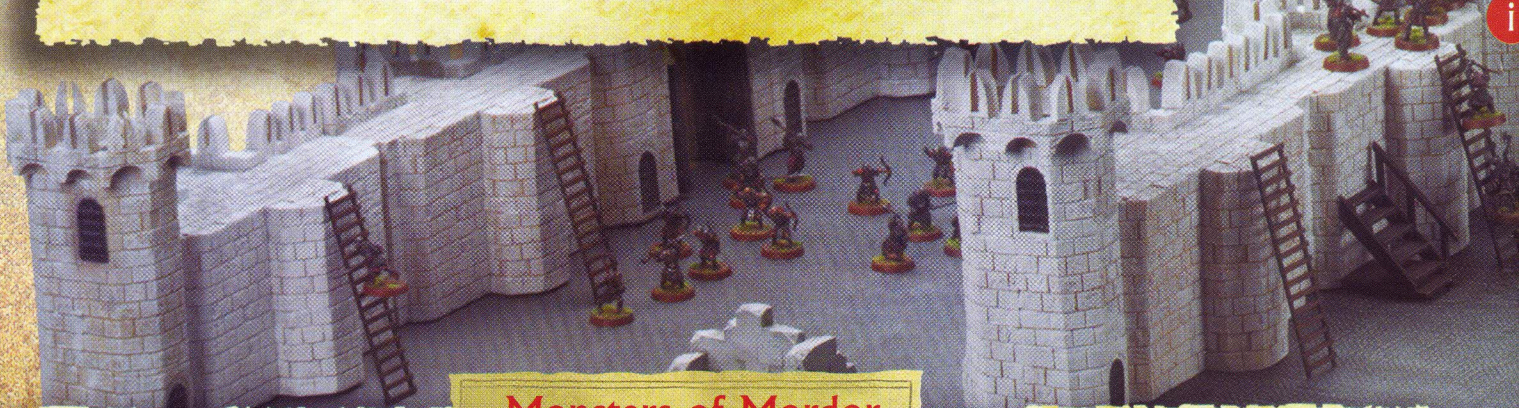
The Final Confrontation

Turns 16–23

With only a scant handful of Good warriors still alive, the hopes of the Good side rested on Aragorn and Gandalf. Could these great Heroes survive long enough to be united, or would the forces of Mordor extinguish all hope?

Chaos at the Second Gate

i With the forces of Evil inside the second wall, Denethor and the remaining Warriors of Minas Tirith retreated to the walls to escape the Trolls. However, this was little defence against the Orcs and ferocious battles erupted around the ladders, with both Good and Evil models falling prey to the raging combat. Meanwhile, Gandalf and the remaining archers blasted and shot the Troll and Troll Chieftain, well aware that when Aragorn and Faramir arrived they would have to deal with the beasts.

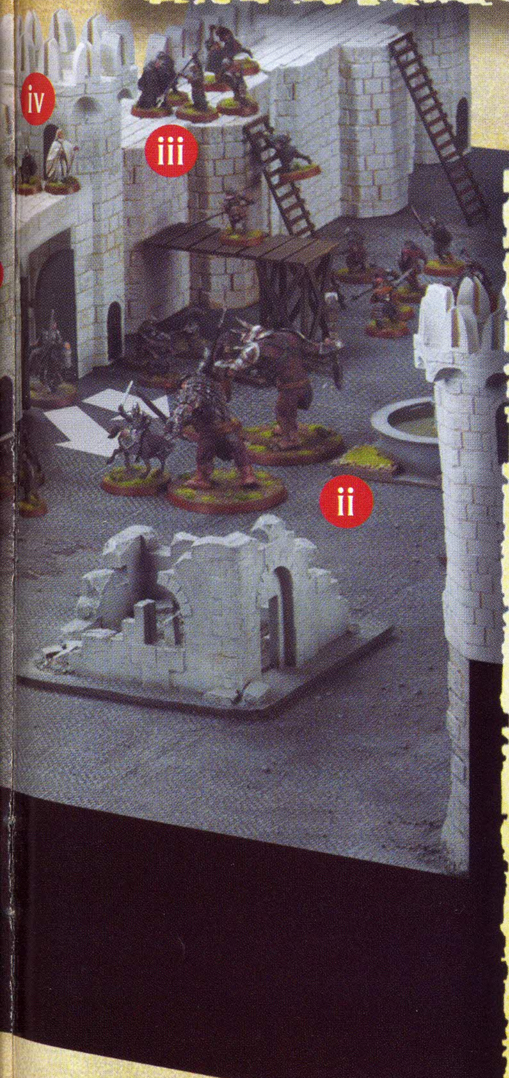


Monsters of Mordor

ii Faramir and the remaining Knight of Minas Tirith reached the second gate first, the young Captain fearlessly charging through to confront the two Mordor Trolls. Initially the combat went well for Faramir, as he and his companion each managed to score a wound on a Troll. However, their good luck was short-lived as they were then beaten and slain by the Trolls, with a combined total of six Strength 7 attacks. The following turn, Aragorn charged through the gates and into the waiting Trolls. For a moment it looked grim, as the Trolls won the fight and dealt two wounds to the King. However, proving what a Hero he truly is, Aragorn won the next turn's combat and felled both monsters at once!

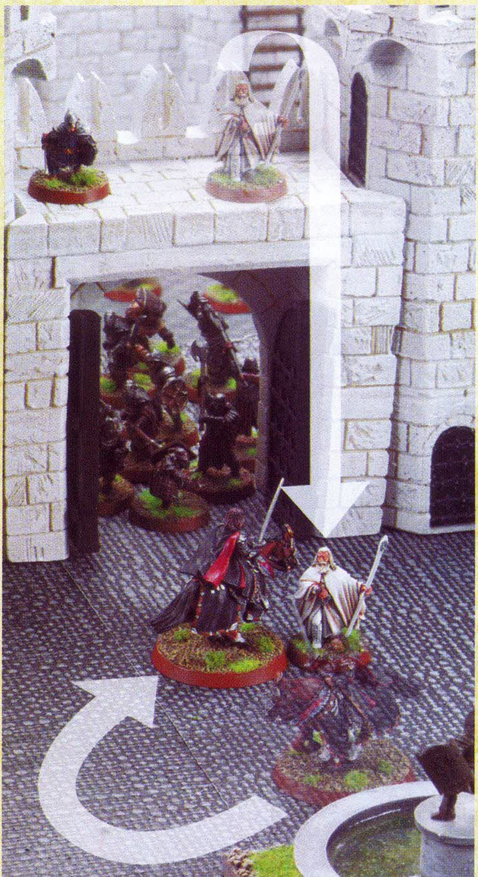
Death of a Steward

iii While Aragorn was struggling with the Trolls, more Orcs had made it up onto the second wall. Clinging to his sanity, Denethor fought side by side with his warriors. However, with so few defenders left, they had little hope against the Orc attackers and Denethor soon found himself alone against the foe. Fighting to the bitter end, the Steward was finally overcome and slain by Orcs, who now had control of the second wall. Only Gandalf, Pippin and a single Warrior of Minas Tirith remained alive, sheltering on the gatehouse parapet. With these three models standing between the forces of Evil and victory, Owen moved his Orc warriors in for the kill.



Final Act of Defiance

iv With the forces of Evil dominating the board and both gates breached, things were looking grim indeed for the forces of Good. With so few models left, the chances of the defenders surviving to Turn 25 looked slim, which meant Richard would have to get Gandalf or Pippin into contact with Aragorn if he was to win. Surrounded by enemies, Gandalf and Pippin had little hope of making it off the gatehouse parapet and down the ladders to Aragorn. Likewise, it would take the King far too long to fight his way to their aid. Taking a drastic course of action, Richard left Pippin to hold the parapet against the Orcs, while Gandalf leapt from the wall! Surviving the fall, Gandalf was quickly joined by Aragorn and, with no Orcs close enough to intercept, Richard's audacious move meant victory for the forces of Good!



Conclusions

As the dust settles over the White City, Owen and Richard reflect on the outcome of the battle. This is an important part of any game, as it lets you take a look at what went right for you and, often more importantly, what went wrong…

THE FORCES OF EVIL

Owen – 'What a battle! There was so much carnage on both sides that it wasn't until near the end that I had any idea who would win. Even then there was a twist in the final turn!'

DEFEATED

Owen led the forces of darkness against the White City.

Not-so-broken Defences

'I think I underestimated the Minas Tirith walls. With so few defenders compared to my endless horde of Orcs, added to the fact that the main gate was already breached, I thought getting into the city would be a matter of only one or two turns. However, the reality was that my Orcs on ladders could only attack one at a time, negating their numbers, while the gateway became a bottleneck defended by Gandalf and a handful of warriors.'

NONE SHALL PASS

Gandalf and less than half a dozen Warriors of Minas Tirith do a good job holding the broken gate.

Might and Magic

'In this game I was very impressed with the performance of my Trolls. The Chieftain especially displayed a callous disregard for life, scoring more kills than any other model in my force. It was the Trolls that hounded Gandalf to the second gate and dispatched Faramir. They almost claimed victory, save for the fortuitous arrival of Aragorn. However, although I felt I really used my Trolls well, I failed to utilise the Witch-king's full potential. In hindsight, the Witch-king's true strength lies in his magic and not his strength in combat. However, too often I threw him into fights with mediocre results.'

TERRIFYING WIZARD

While he is a skilled warrior, the Witch-king's true might lies in his sorcerous powers.

Killing is Hard Work

'The thing that turned out to be the greatest challenge in this game was actually killing all of the models in the city garrison force. While initially this seemed well within my reach, I quickly found my efforts confounded as I chased lone models around the board and struggled to bring my numbers to bear. This, combined with my underestimation of the city's defences, were the deciding factors in the battle.'

TERRIFYING

Trolls are among the worst things a warrior can face.

THE FORCES OF GOOD

Richard – 'Well, a win for the Good side, but only just! I think there were two or three major factors that contributed to my failure to obtain a more convincing victory.'

◄ TRIUMPHANT
Richard managed to secure a narrow victory for the forces of Good.

Narrow Victory

'A big mistake was underestimating just how devastating the Trolls, particularly the Chieftain, could be. They tore through my forces, coming very close to wiping out the defenders and winning the game for Owen.

Another problem was with the attempt of the relief force to break through the rear of the enemy lines. Although Aragorn ploughed through the attackers without batting an eyelid, the rest of the Knights got bogged down in the sea of Orcs crowded around the gateway. While very effective on an open battlefield where they have room to manoeuvre, Knights seem to be less devastating when fighting in a restricted space.'

➤ DEADLY MONSTERS
The Mordor Trolls crash through the gates of the White City.

➤ LOST MOMENTUM
The Knights struggle to break through the enemy lines.

Learning From Mistakes

'A further problem was the way I utilised the garrison force. Rather than making a concerted effort to hold off the attackers at the first wall, or retreating my entire force to the relative safety of the second wall, I dithered somewhere between the two, allowing Owen to pick off my forces piece by piece.

Overall, in order to secure a more convincing victory, I think the best approach would have been to withdraw the garrison force to the second wall, behind the closed gate, a few turns into the game. Hopefully this would have served to draw the enemy into the courtyard, where they would be more spread out, providing an easier target for the relief force when they arrived and giving the Knights more room to manoeuvre.'

➤ KING OF BATTLE
Aragorn leads his people to victory.

Aragorn™ Elessar

After the Battle of Pelennor Fields, Aragorn assumes his rightful title of King of Gondor and leads his armies to the Black Gate in a final effort to defeat Sauron. Here, we show you how to paint this mighty warrior, mounted on his trusted steed, Brego.

Aragorn, King of Gondor, is one of the mightiest warriors in all Middle-earth. Now he is fully equipped for war, wearing heavy armour bearing the White Tree emblem of Gondor. He also carries into battle Andúril, Flame of the West – a mighty blade reforged from the shards of Narsil, the sword of Aragorn's ancestor Elendil.

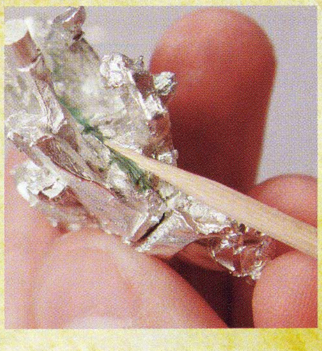
Although your Aragorn model is ornately clad and equipped, you can achieve impressive results with careful application of a limited palette of colours. To paint Aragorn, you will require the following Citadel Colour paints – Codex Grey, Chaos Black, Vermin Brown, Scorched Brown, Chestnut ink, Graveyard Earth, Fortress Grey, Skull White, Boltgun Metal, Mithril Silver, Blue ink, Black ink, Scab Red, Blood Red, Red ink, Dwarf Flesh, Bestial Brown, Elf Flesh, Kommando Khaki, Brown ink, Shining Gold, Shadow Grey, Burnished Gold and Bleached Bone.

◄ MAJESTIC PRESENCE
Aragorn leads the Free Peoples into battle against the forces of Mordor.

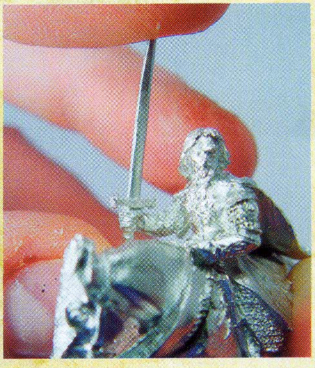
PAINTING ESSENTIALS

Painting Essentials

Before painting your model, you first need to assemble it. Aragorn and Brego form a single model, as the rider and mount are sculpted as one piece. Begin by using a file to smooth down the surfaces where the two halves of the horse's body will meet. Next, glue the two halves of the horse together using superglue. You may find that there are some places where the sections still do not meet up neatly. If this is the case, you can fill any gaps with a small amount of putty or plasticine. Once the model is assembled, you will need to undercoat the model. Although you can do this with a brush and Chaos Black paint, we recommend using black spray paint, as this will greatly speed up the process.



◄ *Fill any gaps with putty using the end of a cocktail stick or blunt pencil.*



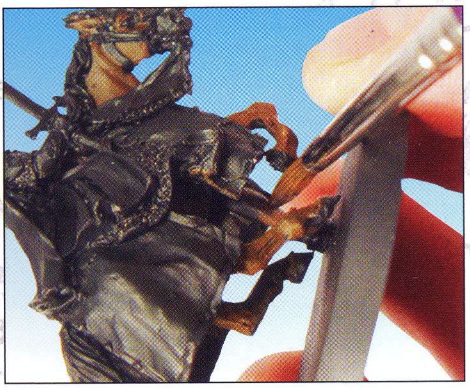
► *Once the two halves of the model are assembled, you can glue on Aragorn's sword arm.*

Painting Your Miniatures

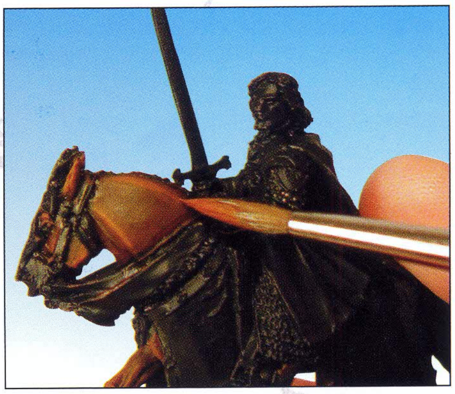
1 Painting Brego

Once your model is undercoated, the first stage is to paint Aragorn's horse. Start by lightly dry-brushing the mane and tail with a mix of Codex Grey and a little Chaos Black. Next mix Vermin Brown with Scorched Brown and apply this to all the visible areas of the horse, apart from the muzzle, mane and tail. Once this is dry, thin down some Chestnut ink with a little water and apply this as a wash to all the brown areas. The ink will run into the recessed areas of the model, creating the effect of shading. You will find that the wash will also darken the overall colour of the horse. To reset the brown base colour, apply the original colour again to all the parts of the horse, except the deepest recesses. To pick out the prominent areas, add highlights using Vermin Brown.

The horse's muzzle is a mealy, greyish colour. Begin by painting it with a mix of Graveyard Earth and Chaos Black, then highlight it using Graveyard Earth. For the pale 'socks' above the rear hooves, begin with a mix of Graveyard Earth and Fortress Grey. Highlight this first with Fortress Grey, then with a mix of Fortress Grey and Skull White.



◄ Painting hard–to–reach areas early on, such as between the legs, means you don't have to worry about accidentally getting paint on the rest of the model.



► Applying highlights adds definition to the horse's muscle structure.

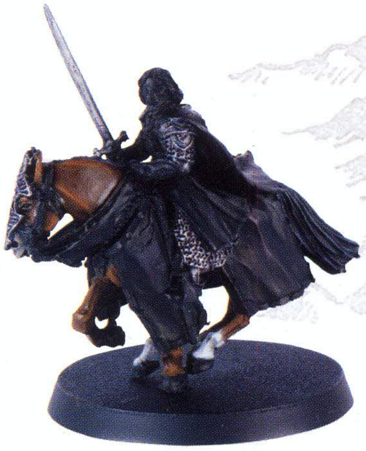
TOP TIP

When dry-brushing, you may find that paint will stray onto areas surrounding those you are actually painting. For this reason, it is a good idea if possible to paint areas you need to dry-brush before any surrounding areas. Once you have finished, it is easy to tidy up these areas by simply going over any stray paint with Chaos Black.

2 Armour and Weaponry

Begin by painting Aragorn's armour, sword and the armour, or 'chanfron', protecting the horse's head with Boltgun Metal. Once this has dried, dry-brush them with Mithril Silver. Next, to give the metal a steely blue sheen, mix Blue and Black inks, thinned down with a little water and apply as a wash to all the metallic areas. To finish off the metal, apply a final, light dry-brush of Mithril Silver to further emphasise the detail.

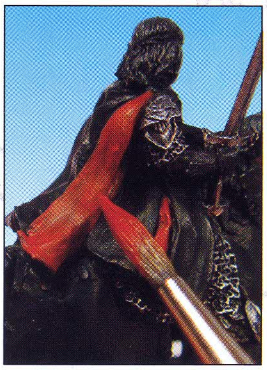
► Dry–brushing is particularly effective for picking out the detail on heavily textured areas, such as chainmail.



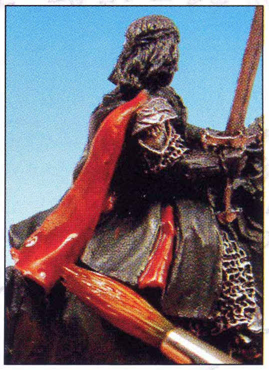
▲ With Aragorn's armour and horse completed, you are ready to move on to painting his clothing.

3 The Inner Robes

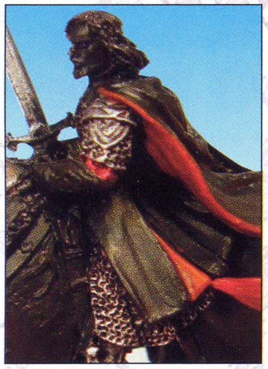
Aragorn's inner robes and the lining of his cloak are a deep shade of red. Begin by painting both with several thin layers of Scab Red mixed with Blood Red. This will serve as the base colour. Add shading to the cloth with a thinned-down wash, mixed from equal amounts of Red and Chestnut ink. To prevent the overall colour being too dark, you will need to reset the base colour in the same way as on the horse. Repaint all the areas of cloth with your original base colour, except the folds where most of the ink has collected. Once this is done, you can highlight the raised folds of the cloth using Blood Red.



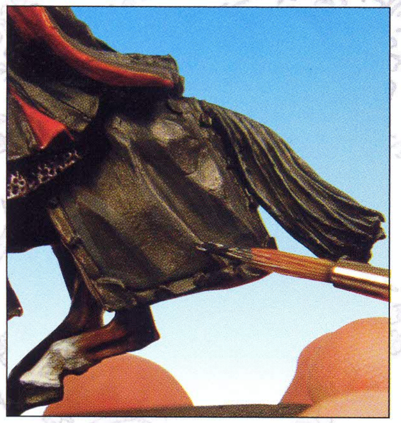
▲ To get a smooth base colour, apply several thin layers, waiting for each to dry before applying the next.



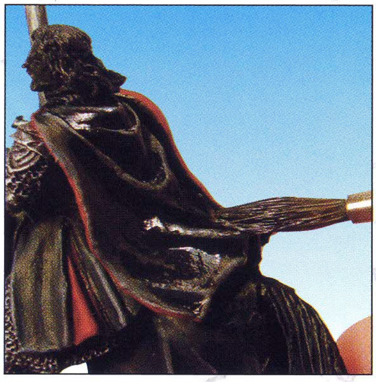
▲ The ink wash adds depth to the colour of the robes.



▲ Careful highlighting will emphasise the contours of the cloth.



◄ Remember to be sparing with the grey so that the overall colour of the cloth remains black.

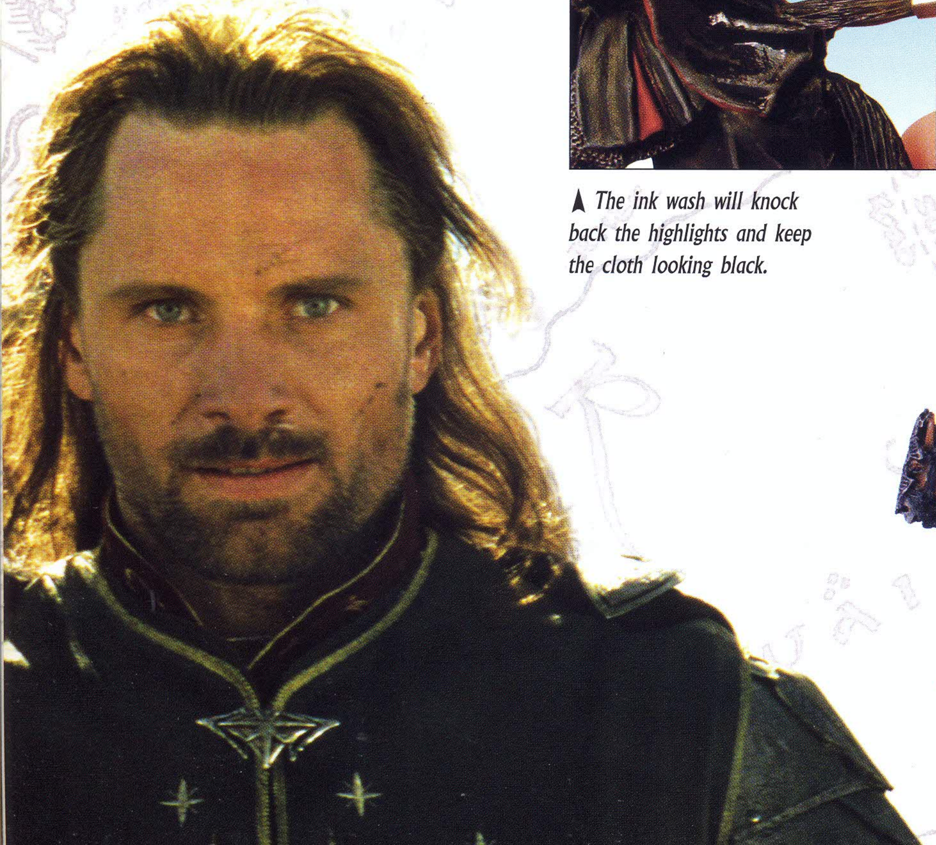


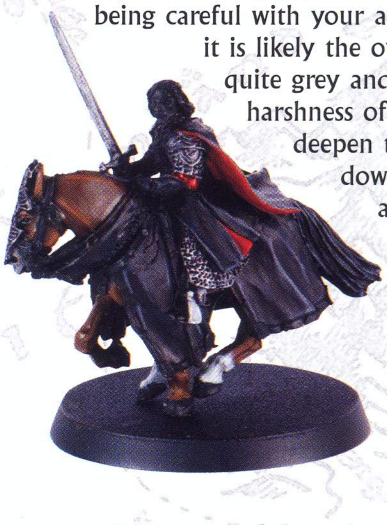
▲ The ink wash will knock back the highlights and keep the cloth looking black.

4 Dark Cloth

Aragorn's outer robes, cloak and the caparison that covers most of the horse's body are all painted black. Black is one of the trickiest colours to highlight – you have to be careful not to make the overall colour too grey, while still emphasising the raised areas of the cloth. Additionally, you cannot add shading to black, since there is no darker colour. The way to achieve the best results is to sparingly apply small, sharp highlights. For the first stage of highlighting, mix equal amounts of Chaos Black and Codex Grey and apply this to the raised folds of the cloth.

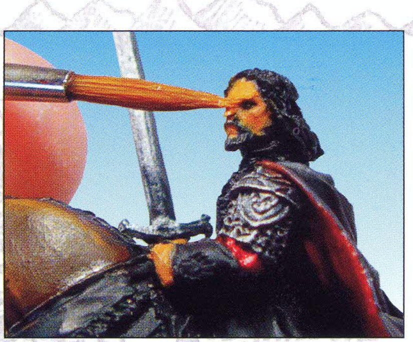
To further emphasise the texture of the cloth, you can add a second highlight using just Codex Grey. However, be careful to keep this neat and fine. If you feel the cloth is starting to look too light, you can darken it down by painting over any superfluous highlights with Chaos Black. Even when being careful with your application of highlights, it is likely the overall effect will still be quite grey and chalky. To reduce the harshness of the highlights and deepen the black, you can thin down some Black ink and apply this as a wash over all the cloth areas.

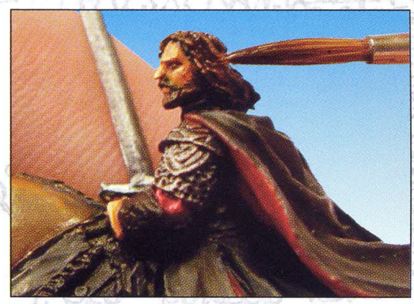




◄ Your Aragorn model is now nearing completion.

➤ *The darker base colour and wash provide two different layers of shading for Aragorn's face.*





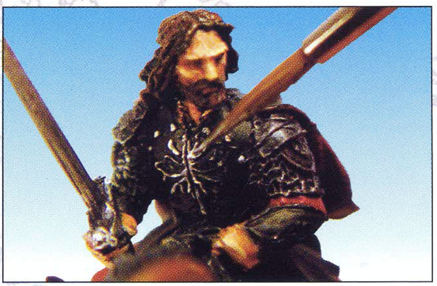
◄ *Ink washes work particularly well when used to add definition to textured areas like hair.*

5 The Hands, Face and Hair

Begin by painting Aragorn's face and hands with Dwarf Flesh. Once you have done this, apply a wash of Bestial Brown to the flesh, thinning it down enough so that it runs into the recessed areas. When this is dry and you have reset the base colour, accentuate the raised areas by applying highlights using Dwarf Flesh mixed with a little Elf Flesh. Further emphasise the most prominent parts of the face with a final highlight of Elf Flesh. Paint Aragorn's hair and beard with Scorched Brown. Highlight this with a dry-brush of Scorched Brown mixed with Kommando Khaki. Finally, apply a wash of slightly thinned Brown ink. This will run into the recessed areas and add shading to the hair.

6 Clothing Decoration

Pick out the Gondorian tree emblem on Aragorn's chest and the decoration on his forearms using Mithril Silver, applied with a fine brush. The edges of his robes and collar can be painted with a thin line of Shining Gold. If you make any mistakes, simply tidy them up using Chaos Black.



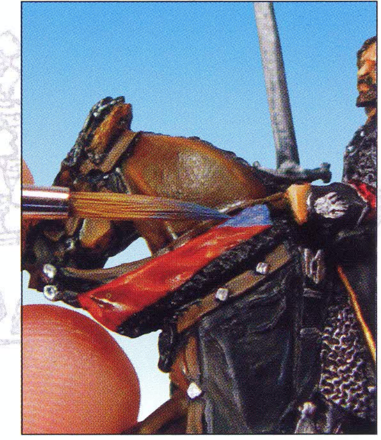
◄ *Patience and a steady hand are required for fine details such as the emblem on the chest.*

7 Finishing Details

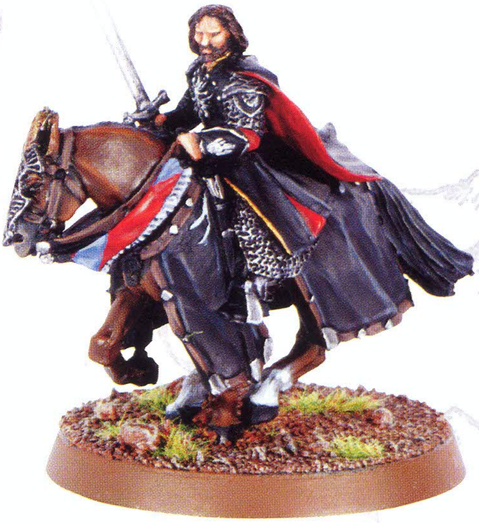
Paint the reins and edging on the caparison with a mix of Graveyard Earth and Scorched Brown, then highlight them with a thin line of Graveyard Earth at the edges. The metal parts on the reins, caparison edging and Aragorn's scabbard can be picked out with Boltgun Metal and highlighted with Mithril Silver. You can paint the decorative cloth on the reins in the same way as the red areas of Aragorn's robes. Then paint a triangle at each end using Shadow Grey. Highlight the triangles with a mix of Shadow Grey and Fortress Grey.

Paint the raised decorations on the caparison and the edging on the reins with Fortress Grey and highlight them with Skull White. Finally, paint the top of the chanfron with Shining Gold. Apply a wash of thinned-down Chestnut ink, then dry-brush it with Burnished Gold.

The base is completed by gluing sand to the top surface and then, once this is dry, painting it Bestial Brown. A dry-brush of Bleached Bone, followed by the application of a little flock or static grass will finish the model.



▲ *The blue and red decoration on the reins adds an element of vibrant colour to the predominantly dark look of this model.*



▲ *Your completed Aragorn model, ready to lead the forces of Gondor into battle.*

Gandalf the White marshals the defence of Minas Tirith against the armies of Mordor.

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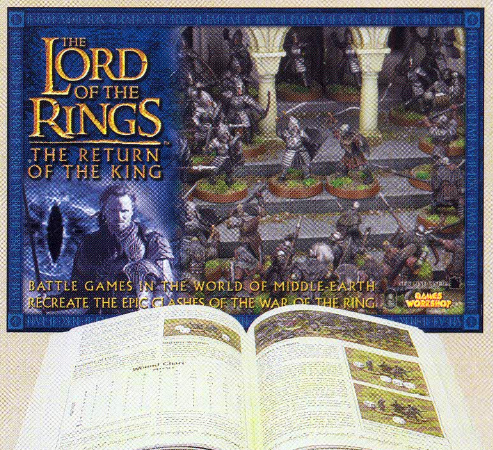
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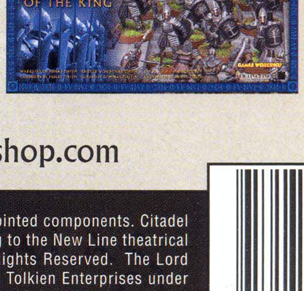
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